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AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS**OFFICIAL**

1. (Original): A client side HTTP stack software component for processing requests, comprising:
  - at least one completion port object;
  - a thread pool comprising a plurality of threads adapted to process tasks associated with at least one client side request; and
  - a client side state machine associated with the at least one request.
2. (Original): The client side HTTP stack implementation of claim 1, further comprising a scheduler thread adapted to activate an object scheduled to begin sending requests at a specific time.
3. (Original): The client side HTTP stack implementation of claim 1, further comprising a DNS thread adapted to resolve domain names into IP addresses.
4. (Original): The client side HTTP stack implementation of claim 1, further comprising a timeout thread with a list of active sockets and timers associated with each socket, and adapted to selectively timeout at least one socket according to at least one timer in the list.
5. (Original): The client side HTTP stack implementation of claim 4, further comprising a scheduler thread adapted to activate an object scheduled to begin sending requests at a specific time.
6. (Original): The client side HTTP stack implementation of claim 5, further comprising a DNS thread adapted to resolve domain names into IP addresses.

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7. (Original): The client side HTTP stack implementation of claim 4, further comprising a DNS thread adapted to resolve domain names into IP addresses.

8. (Original): A software component for implementing a client side HTTP stack, comprising:

a thread pool comprising N threads adapted to process M requests from a client application component, wherein N and M are integers greater than 1 and wherein M is greater than N.

9. (Original): The software component of claim 8, further comprising at least one thread activation component adapted to activate at least one of the N threads based on an event.

10. (Original): The software component of claim 9, wherein the at least one thread activation component is a completion port.

11. (Original): The software component of claim 9, wherein at least one of the N threads is adapted to deactivate itself and return to the thread pool when an operation being processed by the at least one of the threads is pending.

12. (Original): The software component of claim 11, wherein the event is the receipt of a completion packet by the at least one thread activation component.

13. (Original): The software component of claim 12, wherein the at least one thread activation component is a completion port.

14. (Original): The software component of claim 13, further comprising a scheduler thread adapted to activate an object scheduled to begin sending requests at a specific time.

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15. (Original): The software component of claim 14, further comprising a DNS thread adapted to resolve domain names into IP addresses.

16. (Original): The software component of claim 15, further comprising a timeout thread with a list of active sockets and timers associated with each socket, and adapted to selectively timeout at least one socket according to at least one timer in the list.

17. (Original): The software component of claim 9, further comprising a state machine associated with at least one of the M requests.

18. (Original): The software component of claim 17, further comprising at least one key associated with the at least one of the M requests, wherein a first one of the N threads is associated with the at least one of the M requests, and wherein the thread activation component is adapted to associate the context of the first one of the N threads with the at least one state machine using the at least one key, in order to activate the first one of the N threads.

19. (Original): The software component of claim 18, wherein the thread activation component is adapted to associate the context of one of the N threads with the at least one state machine using the at least one key in order to activate the one of the N threads based on an event.

20. (Original): The software component of claim 8, further comprising a scheduler thread adapted to activate an object scheduled to begin sending requests at a specific time.

21. (Original): The software component of claim 8, further comprising a DNS thread adapted to resolve domain names into IP addresses.

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22. (Original): The software component of claim 8, further comprising a timeout thread with a list of active sockets and timers associated with each socket, and adapted to selectively timeout at least one socket according to at least one timer in the list.

23. (Original): A method of implementing a client side HTTP stack, comprising:

processing M requests from a client application component using a thread pool comprising N threads, wherein M and N are integers greater than 1 and wherein M is greater than N.

24. (Original): The method of claim 23, further comprising:  
selectively deactivating at least one of the N threads; and  
activating at least another of the N threads based on an event using at least one thread activation component.

25. (Original): The method of claim 24, wherein the at least one thread activation component is a completion port.

26. (Original): The method of claim 24, wherein selectively deactivating at least one of the N threads comprises deactivating the at least one of the N threads when an operation being processed by the at least one of the N threads is pending.

27. (Original): The method of claim 26, wherein activating at least another of the N threads based on an event comprises:  
receiving a completion packet using the thread activation component; and  
activating one of the N threads upon receipt of the completion packet using the thread activation component.

28. (Original): The method of claim 27, wherein the at least one thread activation component is a completion port.

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29. (Original): The method of claim 28, further comprising activating an object scheduled to begin sending requests at a specific time using a scheduler thread.

30. (Original): The method of claim 29, further comprising resolving domain names into IP addresses using a DNS thread.

31. (Original): The method of claim 30, further comprising selectively timing out at least one socket according to at least one timer associated with the at least one socket using a timeout thread comprising a list of active sockets and timers associated with each socket.

32. (Original): The method of claim 26, further comprising associating a state machine with at least one of the M requests.

33. (Original): The method of claim 32, further comprising:  
associating at least one key with the at least one of the M requests;  
associating a first one of the N threads with the at least one of the M requests; and  
associating a context of the first one of the N threads with the at least one state machine using the at least one key, in order to deactivate the first one of the N threads.

34. (Original): The method of claim 33, further comprising associating a context of one of the N threads with the at least one state machine using the at least one key in order to activate the one of the N threads based on an event.

35. (Original): A computer-readable medium having computer-executable instructions for processing M requests from a client application component using a thread pool comprising N threads, wherein M and N are integers greater than 1 and wherein M is greater than N.

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36. (Original): The computer-readable medium of claim 35, further comprising computer-executable instructions for:

selectively deactivating at least one of the N threads; and  
activating at least another of the N threads based on an event using at least one thread activation component.

37. (Original): The computer-readable medium of claim 36, wherein the at least one thread activation component is a completion port.

38. (Original): The computer-readable medium of claim 36, wherein the computer-executable instructions for selectively deactivating at least one of the N threads comprises computer-executable instructions for deactivating the at least one of the N threads when an operation being processed by the at least one of the N threads is pending.

39. (Original): The computer-readable medium of claim 38, wherein the computer-executable instructions for activating at least another of the N threads based on an event comprises computer-executable instructions for:

receiving a completion packet using the thread activation component; and  
activating one of the N threads upon receipt of the completion packet using the thread activation component.

40. (Original): The computer-readable medium of claim 39, further comprising computer-executable instructions for activating an object scheduled to begin sending requests at a specific time using a scheduler thread.

41. (Original): The computer-readable medium of claim 40, further comprising computer-executable instructions for resolving domain names into IP addresses using a DNS thread.

42. (Original): The computer-readable medium of claim 41, further comprising computer-executable instructions for selectively timing out at least one socket

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according to at least one timer associated with the at least one socket using a timeout thread comprising a list of active sockets and timers associated with each socket.

43. (Currently Amended): The computer-readable medium of claim 43 42, further comprising computer-executable instructions for associating a state machine with at least one of the M requests.

44. (Original): The computer-readable medium of claim 43, further comprising computer-executable instructions for:

associating at least one key with the at least one of the M requests;  
associating a first one of the N threads with the at least one of the M requests; and  
associating a context of the first one of the N threads with the at least one state machine using the at least one key, in order to deactivate the first one of the N threads.

45. (Original): The computer-readable medium of claim 44, further comprising computer-executable instructions for associating a context of one of the N threads with the at least one state machine using the at least one key in order to activate the one of the N threads based on an event.

46. (Original): A software component for implementing a client side HTTP stack, comprising:

means for processing M requests from a client application component using a thread pool comprising N threads, wherein M and N are integers greater than 1 and wherein M is greater than N.

47. (Original): The software component of claim 46, further comprising:  
means for selectively deactivating at least one of the N threads; and  
means for activating at least another of the N threads based on an event.

48. (Original): The software component of claim 47, further comprising means for activating an object scheduled to begin sending requests at a specific time.

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49. (Original): The software component of claim 47, further comprising means for resolving domain names into IP addresses.

50. (Original): The software component of claim 47, further comprising means for selectively timing out at least one socket according to at least one timer associated with the at least one socket.